



How to Play

You are playing as a team and trying to help the giant anteaters meet each other. They can't do this unless there is a clear pathway with plenty of food and without any dangers.

Spin the spinner.

If the spinner lands on an anthill, soya bean or a highway, place the picture piece showing either anthill, soya bean or highway anywhere on the board.

If the spinner lands on the fire, remove an anthill piece from the board (if there are no anthill pieces on the board, spin again to continue play).

Soya bean and highway pieces stay on the board, once placed.

Game ends when all soya bean and highway pieces have been placed on the board or within a specified time limit.

To win the game, there must be a clear path of anthills from the left side of the board to the right i.e. the anthill hexagons must be next to each other and cannot be blocked by soya bean or highways.

It is possible that the game ends and you do not win.

Unfortunately giant anteaters are losing their habitat from an increase in soya bean plantations and building of more highways.

The highways are also dangerous for the giant anteaters and many are killed trying to cross them. The areas destroyed by fires are often changed and do not return to the natural habitat.